

METHOD AND APPARATUS FOR GRAPHICS PROCESSING USING STATE AND SHADER MANAGEMENT

ABSTRACT OF THE DISCLOSURE

A method and apparatus for graphics processing using state and shader management includes at least one state and shader cache coupled to a compiler for compiling a hardware state and shader vector from an abstract state vector. Also included is an abstract state vector register containing the abstract state vector that is provided to the state and shader cache and the compiler. The state and shader cache receives the abstract state vector and determines whether a cache entry for that abstract state vector already exists. If the cache entry exists, the hardware state and shader vector is provided to hardware. If the entry does not exist, the state and shader cache provides a miss signal to the compiler, whereupon the compiler compiles the abstract state vector and generates a hardware state and shader vector. Thereupon the hardware state and shader vector is provided to the hardware.